Sales Manual

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What's new?

Explaining the Fantom-G in 10 seconds

The Fantom-G is a "Live Workstation" for expressive live performance and intuitive song creation featuring:

1) Graphical user interface with **800 x 480 8.5 inch widescreen LCD including mouse operation**.

2) Fresh sounds with **brand new waves** and new **SuperNATURAL ARX expansion boards**.

3) **Newly designed sequencer** that provides smoother workflow and more flexibility.

And unique performance-based functions such as:

4) **New pitch-bend modes** to play more freely with the bender.

5) **Perfect patch remain** that carries over the sustained notes and effects of the previous patch.

6) **Multi-functional pads** for various live performance, quick sound editing, and song creation.

What can it do?

Showing the features of the Fantom-G

What is MODE?

STUDIO 16-part multi-timbre mode.

Use a maximum of 16 internal parts (patches) and control 16 external parts.

Use this mode while creating a song using 16 sounds with dedicated multi-effect on each sound.

<- Studio Mode Screen

LIVE 8-part multi-timbre mode.

Layer and split a maximum of 8 internal parts (patches), plus control 16 external zones.

Great for live because you can see the split/layer points and see info on the controllers.

<- Live Mode Screen

Single   Individual patches consisting of 4 tones.

Use this mode for complete editing of your patches.

<- Single Mode Screen

* The **Live** and **Single** mode allows you have a perfect patch remain function. When you switch the sound, it carries over the released notes, sustained notes and effects of the previous sound.

New Sounds

The first 10 Live Sets are great sounds to show and it demonstrates the Fantom-G's powerful and flexible capabilities. Press the LIVE button, which is located in the MODE section on the left side of the front panel.

Live Set 001   System G

6 patches with different movements are assigned to the lower section of the keyboard, which create an interesting and intricate beat. 2 lead patches are assigned to the upper section of the keyboard. Use the pads to mute different parts and jam like a Groove-box. This is a good sound that demonstrates the capability of the 8-layer Live Mode.

Live Set 002   Big & Proud

8 orchestral patches are layered in this sound. It's interesting that the patches are assigned to different section of the keyboard. You can see the settings at a glance with the big and beautiful LCD, and you can easily see which patches are being played.

Live Set 003   Within You

8 patches are used for this ethnic sound. There is a drone sitar layer in the lower keys, and a layered plucked sitar in the upper keys.

Live Set 004   Dream Lead

4 patches that consist of pads and basses are assigned to the lower section of the keyboard. 3 more patches are assigned to the upper section of the keyboard, which make up a single distortion guitar. You are also able to modify the sound with the modulation lever.

Live Set 005   G-Grand

This IS the piano to use in Live mode. The pads are set to trigger rhythm patterns to jam along.

Live Set 006   Dominique EP

2 different types of electric pianos are layered. You can instantly change the level balance with the Slider 1 & 2.

Live Set 007   Guitar Heaven

A fretless bass is assigned to the lower section of the keyboard. On the upper section of the keyboard, a 12-string steel guitar, an electric guitar, a pad, and another sweep pad are layered. You can easily adjust the level balance of the each of the sound with the sliders, and this allows you to get many different expressions out of this single Live Set. The pads are set to trigger rhythm patterns to jam along.

Live Set 008   Neubrazz

2 synth bass patches are assigned in the lower section of the keyboard, and 5 synth brass patches are assigned to the upper section of the keyboard. The pads are set to trigger rhythm patterns to jam along.

Live Set 009   D-50 Magic

A bell and pad sound that was made famous by the D-50. By layering 6 patches, the Fantom-G is able to produce a rich sound that was not possible on the D-50. The pads are set to trigger rhythm patterns to jam along

Live Set 010   RPS TEMP 98BPM

16 RPS phrases are assigned to the pads. You can change the backing pattern in realtime and play something on top with the keyboard.

*It sounds best if you set the tempo to 98 BPM (press the Tempo button, and use the value dial)

Instant Patch Switching & Perfect Patch Remain

When you switch to the next patch while you are playing, the Fantom-G is able to switch it instantly and will carry over the released notes, the sustained notes, and the effects of the previous sound. Therefore, the transition sounds smooth and musical. This is possible in the **Single** and **Live** mode.

<div align="center">**"Patch Remain" is "ON" by default.**</div>

* If you want to make sure if Patch Remain is ON.

1) Press MENU.

2) Select "System" and press ENTER.

3) Press F1 (Group/Up) or F2 (Group/Down) to select "Sound".

4) With the cursor keys, select "Patch Remain".

5) Use the value dial to set it to "ON".

Let's demonstrate the instant sound change and patch remain.

1) Select any sound in the Live or Single mode.

2) Hold down some notes.

3) While holding down the notes, press the INC or DEC buttons to change the patch.

4) Play the new patch. Repeat steps 2 to 4 several times.

* You can also connect a pedal (DP Series) and use it to change the patch.

You'll notice how the patch changes instantly and the last patch fades out naturally. This is especially important during live performance because you don't want any glitches in your sound.

New Bender Mode

The pitch bend lever has 5 modes. Depending on the type of sound and phrase that you want to play, you can choose the most suitable mode.

Set the bend mode.

1) Choose the patch that you want to set the bend mode.

2) Press PATCH, then F6 "Pro Edit".

3) Use the F1 "Group/Up" or F2 "Group/Down" buttons to select "Pitch".

4) Use the up or down cursor buttons to select "Bend Mode".

5) Use the DEC or INC buttons to change the mode.

Below are the bend modes:

Normal ·································· Standard pitch bend behavior.

Touch ··································· When you bend the lever up or down, the pitch will change continuously. However, as soon as the lever moves back towards the center position, the pitch will immediately change to the center position.

Catch ··································· When you play a note while the lever is already bent up or down, the pitch of that note will be played in the center position. The pitch of that note will only be affected when the lever passes the center position.

Last* ································· This only bends the last note played. This is useful when holding down several notes and playing a solo on top. The pitch bend is only applied to the last note of your solo.

Catch + Last ··········· Catch and Last modes work at the same time. This is especially suitable for playing guitar phrases. For example with the Catch mode, you can bend a note and play the original pitch as if you are bending the same note on a guitar string and immediately striking the same note. The Last mode is also useful for playing authentic guitar phrases. For example, you can strum a chord and bend the last note, which is a common guitar technique.

* Use patch PRST 394 to demonstrate "Last" bend mode

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SuperNATURAL Expansion Board

Underneath the Fantom-G, there are 2 open slots to install the "SuperNATURAL ARX Expansion Boards". Not only do they add expressive sounds, the boards have a dedicated CPU for added polyphony and effects and custom GUI for an attractive and intuitive sound editing. It also provides specialized parameters that are unique to that particular instrument. For example, shell depth, size, material for drums sounds, and bar angle, pickup distance, and thump for electric piano sounds.
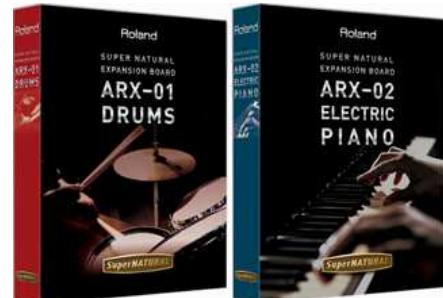
What is SuperNATURAL?

SuperNATURAL is Roland's breakthrough sound-generating technology that enables a new level of realism and expression. SuperNATURAL reproduces the delicate, organic tonal changes and playing nuances of acoustic and electric musical instruments.

ARX-01 Drums

1) After installing the expansion board (refer to the Owner's Manual for instructions), press the EXP 1 (or EXP 2) button to access the ARX-01 main screen.

ARX-01 Main Screen

To change the patch, set the cursor here and turn the value dial.

Use the faders to adjust the levels of the instruments in the drum kit.

001: ARX Pop Kit

For example, the diagram below shows how the instruments of the first patch are assigned to the keys and how they are grouped in the faders.
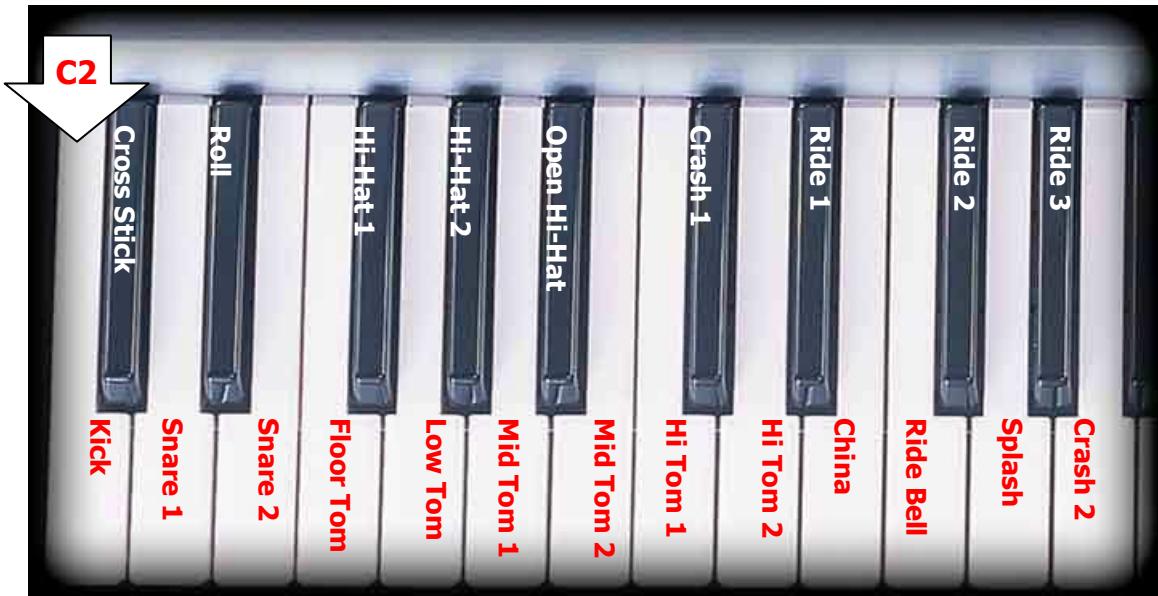
Fader 1   Kick

Fader 2   Cross Stick, Snare 1, Roll, Snare 2

Fader 3   Hi-Hat 1, Hi-Hat 2, Open Hi-Hat

Fader 4   Floor Tom, Low Tom

Fader 5   Mid Tom 1, Mid Tom 2

Fader 6   Hi Tom 1, Hi Tom 2

Fader 7   Ride 1, Ride Bell, Ride 2, Ride 3

Fader 8   Crash 1, China, Splash, Crash 2

Lets edit the snare drum sound.

1) Press D2 key (snare 1).

2) Press F4 (Tone)

ARX-01 Main Screen

3) Press F3 (Customize).

4) Press F button and use Knob 4 to adjust the various parameters.

F3 (Shell Depth), F4 (Head Tuning), F5 (Muffling), F6 (Mic Position), F7 (Buzz)

While you are editing, if you press the other keys, you can edit that sound. Next, let's edit the crash.

1) Press C3# key (crash 1).

2) Press F button and use Knob 4 to adjust the parameters.

   F3 (Size), F4 (Sustain)

ARX-02 Electric Piano

Again, graphical editing is possible by adjusting elements that are unique to an electric piano.

Below is the main ARX-02 screen.

Condition: This changes the age, which affects the sound of the electric piano.

Pre Amp: Adjust the parameters by using the 4 knobs. The type of parameters that can be adjusted depends on the type of selected pre amp (F7 Pre Amp).

Press F3 (Type) to select the tone type.

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Press F4 (Pickup/Bell) to adjust the Bar Angle, Bell/Thump. Pickup Distance, and Bell Character.

Press F5 (Noise) to adjust the damper and hum noise -important elements that add character to the electric piano.

Press F6 (MFX) to set the multi-effects. Once you select a multi-effect, the basic parameters can also be quickly adjusted from the main screen. Therefore, you don't have to come back to this screen every time to make adjustments.

Press F7 (Pre Amp) to select the pre amp model type. In addition to the MFX, the basic parameters for the pre amp can also be edited from the main screen.

Press F8 (Speaker) to select the speaker model type.

Multi-Functional Pads

You can use the pads in various ways during live performance, music production, and sound designing. You can instantly switch the various functions of the pads by pressing the PAD MODE button and then pressing the pad to select the function. The pads can also become numeric key buttons by pressing the NUMERIC button that is located next to the pads. This lets you input the value number directly.

Numeric: Turns the pads to numeric tenkey buttons.

Pad	Value
1 – 9	1 – 9
10	0
11	+
12	–
13	Back Space

Pad Setting & Pad Mode: Change the function of the pad by pressing the Pad Mode button, then the desired pad. By pressing the Pad Setting button, show the various parameters that can be set.
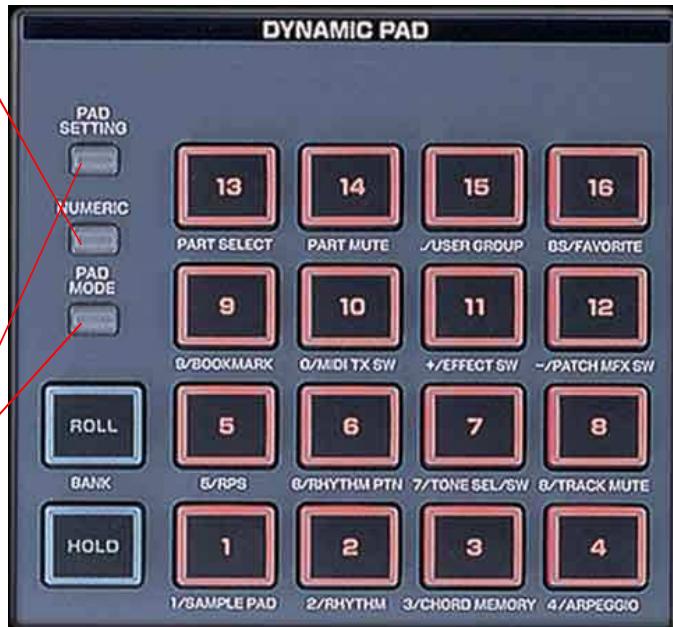
The pad modes are labeled below the pads but here is a short explanation on each mode.

Pad	Pad Mode	Explanation
1	Sample Pad	Triggers the Sample Set.
2	Rhythm	Triggers the Rhythm Set.
3	Chord Memory	Triggers the chords that were set with the Chord Memory.
4	Arpeggio	Changes the Arpeggio style.
5	RPS	Triggers the RPS phrases.
6	Rhythm Pattern	Triggers the Rhythm Patterns
7	Tone SEL/SW	Selects the Tones and switches them on/off.
8	Track Mute	Mutes the sequencer track.
9	Bookmark	Assigns a screen to a pad (Hold Pad Setting and press the pad).
10	MIDI TX SW	Switches the transmit MIDI channel on/off.
11	Effect SW	Switches the effect on/off (except for the Patch FX).
12	Patch MFX SW	Switch the Patch FX on/off of each of the part.
13	Part Select	Selects the parts. Roll changes the banks (INT/EXP1/EXP2/EXT).
14	Part Mute	Mutes the parts. Roll changes the banks (INT/EXP1/EXP2/EXT).
15	User Group	Select a registered Patch/LiveSet/StudioSet in the User Group.
16	Favorite	Select a registered Patch/LiveSet/StudioSet. Roll changes banks.

Effects

A major enhancement has been made on the Fantom-G's effect processing power. Each patch has a dedicated effect, which is called Patch FX. When the patches are layered in the Live Mode or in the Studio Mode, it still carries the source Patch FX for each of the patches. If you are in the Studio Mode, you can use up to 22 effects at the same time (16 Patch FX + MFX 1 + MFX 2 + Chorus + Reverb + Mastering + Input FX = 22) for an ultra rich layer.

Below is the effect structure in each mode.

SINGLE MODE

Keyboard Part (Patch)	= Patch FX + Chorus + Reverb
Sample Pad Part	= Patch FX
Rhythm Pad Part	= Patch FX
System	= MFX 1 + Mastering + Input FX

LIVE MODE

Live Set (8 Parts)	= Patch FX (one for each part) + Chorus + Reverb
System	= MFX 1 + Mastering + Input FX

STUDIO MODE

Studio Set (16 Parts)	= Patch FX (one for each part) + MFX 1 + MFX 2
	Chorus + Reverb + Mastering + Input FX

Comparison with the Fantom-X

		Fantom-G	Fantom-X
User Interface	Display	800 x 480 8.5 Inch TFT Color	320 x 240 5.7 Inch STN Color
	Mouse Connectivity	Yes	No
	Slider	8	No
	Control Switch	2	No
	Bender Modes	Yes	No
	Ivory Feel	Yes (G8)	No
Sound Quality	Wave ROM	256 MB	128 MB
	ARX Expansion	Yes	No
	Built-in SRX Waves	Yes	No
	Patch Multi-Effects	16 PFX + 2 MFX	3
	Patch Remain	Smooth (carries over the effects)	Normal (doesn't carry over the effects)
Music Production	MIDI Tracks	128	16
	Audio Tracks	24	8
	Note Capacity	1,000,000	400,000
	Mic In (XLR, Phantom)	Yes	No
	Guitar In	Yes	No
Computer Integration	VSTi/AU Compatibility	Yes	No
	USB Audio	Yes	No
Others	External Storage	USB Flash Memory	CompactFlash

Q & A

How does the Fantom-G compare to the other workstations?

There are big differences in the sound quality, user interface, live performance capability, and sequencer.

Sound Quality

1) Dedicated effects for each layered patch.

2) Patch Remain in Live Mode, which allows quick and smooth sound switching because it carries over the sustained notes and the effects of the previous sound.

3) ARX sound expansion.

User Interface

1) 800 x 480 8.5 inch wide screen TFT color screen.

2) Mouse connectivity.

3) Multi-functional dynamic pads that work as a …

- Numeric Tenkey Buttons to directly input the values without scrolling.

- Bookmark function to assign and call up frequently accessed screens.

- The pad modes can be quickly changed by just pressing the Pad Mode button and a pad.

Live Performance Capability

1) New bender modes for various musical expressions.

2) Multi-functional dynamic pads that also work as a …

- Sample Pad: trigger samples
- Rhythm: trigger rhythm sets.
- Arpeggio: change the arpeggio style.
- Part Mute: mutes on/off each part.
- Favorite: assign and call up patches/LiveSets/StudioSets.

3) D Beam

Sequencer

1) 128 MIDI Tracks. The others have only 16.

2) 1,000,000 recordable notes. Only 210,000 on next highest workstation.

3) Mic In (supports 1/4 inch, XLR, and supplies phantom power) & Guitar In (Hi-Z). The others do not have these.

Are the USB functions improved?

Yes. In addition to file transfer and USB MIDI, the Fantom-G now supports USB audio streaming and it can also accept commercially available USB memory flash sticks, and you can even connect a mouse. Below are the Fantom-G's USB connectors.

- COMPUTER   -> File Transfer: back up data to your computer and to import samples.

        -> USB MIDI: send/receive MIDI. Also necessary when using the Editor.

        -> USB Audio: send/receive audio signals from a computer.

- MOUSE   -> Connect a commercially available mouse to edit values on the screen.

- MEMORY   -> Connect a commercially available USB flash memory to store your data.

Can you use SRX boards?

No. However, the Fantom-G also uses many of high quality waves taken directly from SRX boards. But more that than, the Fantom-G accepts a totally new expansion boards, the ARX SuperNATURAL expansion boards. These board not only add more sounds, it has a dedicated sound engine to process the sounds including the effects. It also adds a dedicated GUI to edit the sound intuitively by adjusting elements that are unique to a particular instrument. For example, shell depth and muffling on drums (ARX-01), and pickup distance and angle on electric pianos (ARX-02).

Can you use a trackball instead of a mouse?

Some trackballs may work with the Fantom-G, but we cannot support proper operation.

Can you export your songs as a wav file?

Yes, you can export it as a .wav, then move it to your computer via USB memory flash stick.

Does it still support PC Cards?

No. You can use commercially available USB memory flash sticks to store your data.